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Your Move Games Wins First Team-Format Pro Tour
Banned/Restricted List Update
PLUS: Evolution of the Extended Format

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Washington, D.C. Final Standings

1	Your Move Games
2	Game Empire
3	Antarctica
4	THL
5	Neutral Ground SF
6	Urban Housing
7	CMU
8	Operation Mise
9	Tongo Nation
10	CCC
11	Phenomene J
12	Neutral Ground Detroit
13	Sugar Bus
14	The Tank
15	Shop Adept
16	Brown Bomber
17	TLC
18	Pat Chapin and Dinosaurs
19	Fu-Ku-Ra-Mi
20	Matrix
21	Utrecht
22	Lost in Spain
23	Marc's Brothers
24	ATM
25	The Alliance
26	Shpadoinkle
27	Papa Smurf
28	New Wave
29	Fifth Again
30	Goblin Gate
31	Two Champs and a Chump
32	ECA
33	The Austin Powers
34	Babes of the Dingo
35	Three Blind Mice
36	Big Dogs
37	Skillz UK
38	Legion NY
39	TCG
40	Billy Goats Gruff
41	Dirana
42	One-Ders
43	Mana-Hattan
44	Griffin Team
45	Ross
46	Champions
47	Think Tank
48	Kakao
49	Grumpy Old Men
50	Teriyaki Toshiki
51	DKLA
52	Luscious
53	Lava Axe
54	G'nootz
55	Amsterdam
56	Tingrays
57	Comrades
58	Smoove
59	Vesuvian Dopplegangers
60	Portal
61	770
62	The Spanish Inquisition
63	Sped
64	Ethan Allen

CMU, Deadguy, DKLA, Mogg Squad, Your Moves Games, Tongo Nation . . . until now in the professional Magic scene, the word "team" has meant a collection of individuals working together to further their individual success. Together, professional players gather and playtest in the hopes of finding the right equation to solve the Pro Tour environment. Now, all of that has changed.

With singles play becoming repetitive, Wizards of the Coast Organized Play decided now was the time to introduce the team format. Team drafting had long been the favorite post–Pro Tour pastime for professional players, so Wizards decided it was time to take the draft to a new level, and the result of that decision was Pro Tour–D.C.

Held in the luxurious Hilton Washington Towers, the game's top stars descended upon D.C. in the hopes of staking their claim as members of the top team on the planet. Also up for grabs was the early lead in the 1999–2000 Pro Tour Player of the Year race, for which Washington was the initial event.

Day 1 featured a Sealed-Deck format in which each team received three *Urza's Saga* tournament packs, two *Urza's Legacy* booster packs, and one *Urza's Destiny* booster pack. With 32 of the 81 teams advancing to the second day, it was Game Empire (Brian Selden, Alan Comer, and Kurt Burgner) who sat atop the standings after Day 1 at 6–0. Of the established teams, only Rounders (Casey McCarrel, Ben Rubin, and Ryan Fuller) and DKLA (Brian Hacker, John Yoo, and Truc Bui) failed to make the cut.

Day 2 introduced the new Team Rochester Draft format to the Pro Tour. In this format, three teammates sat side by side, sitting directly across from the players theywould respectively play against. Game Empire clinched one of the Top 4 spots in only the ninth round. When they drew with Team CMU (Mike Turian, Randy Buehler, and Erik Lauer) in the tenth round, they clinched the top seed in the Swiss portion of Day 2.

After eleven rounds of play, it was finally decided that Game Empire would be joined in the Top 4 by second-place Your Move Games (Rob Dougherty, Dave Humpherys, and Darwin Kastle). Third-place Antarctica (Dan O'Mahoney-Schwartz, Steve O'Mahoney-Schwartz, and Jon Finkel) and fourth-place THL (Marc Aquino, Richard Jones, and Drew McLean) rounded out the field.

Day 3, also using the Team Rochester Draft format, lay witness to one of the most remarkable performances in Pro Tour history. With Your Move Games preparing to take on Antarctica in the semifinals, Rob Dougherty started feeling extremely ill. Theories ran rampant with everything from food poisoning to dehydration, but regardless of the culprit, it seemed unlikely he would be able to finish the day.

Keeping their teammate's health in mind, Darwin Kastle and Dave Humpherys were able to play fast and defeat Jon Finkel and Steve O'Mahoney-Schwartz, allowing Dougherty to preserve his strength. At this point, Dougherty—barely able to walk and feeling numb in the extremities—informed his teammates that they'd have to draft for him, as his illness left him too weak to do so himself.

In the other bracket, the powerful Game Empire continued to steamroll everything in its path. With Kurt Burgner beating Drew McLean 3–0 in a match he and his teammates felt he would lose, it was only a matter of time before Alan Comer's blue-white deck was able to dispense of his red-green opponent, Richard Jones.

With all six finalists having Top 8 experience, it looked like Dougherty's health might end up being the deciding factor. In a draft in which an incredible number of power cards were opened, it was Dougherty's deck, with two Rancors, Thrann Golem, and a Molten Hydra, that seemed the strongest. Kastle was confident that he'd be able to win his match against Burgner (against whom he's had a remarkable record of success in singles play), so he felt he just needed one of his teammates to pull out the other victory.

It turned out that Kastle's "edge" didn't matter. First, it was the fatigued Dougherty beating up on former World Champion Brian Selden 3–0. Then, as if on cue, it was Humpherys beating Alan Comer, who previously had never lost to Humpherys, by a score of 3–1, landing Your Move Games the championship.

Does this mean Your Move Games is the best team on the planet? "I don't know if this makes us the best," said Kastle, whose weekend was topped off by the news that he'd been voted into the **Magic: The Gathering** Invitational by his fans from around the world. "But it definitely puts us on a very short list." If Washington, D.C. is any indication, Your Move Games is right at the top.

—Gary Wise

Final Draft

Top Teams

Cyril Grillon, Senior Judge

Justin Gary, Spotter

Matt Gibson, ENG Videographer

Rob Dougherty, Your Move Games

Kurt Burgner, Game Empire

Dave Humpherys, Your Move Games

Alan Comer, Game Empire

Darwin Kastle, Your Move Games

Brian Selden, Game Empire

Having dispensed of Jon Finkel's Team Antarctica, Team Your Move Games had an uphill battle to fight.

After Darwin Kastle and Dave Humpherys defeated Jon Finkel and Steve O'Mahoney-Schwartz 3-1 respectively, Rob Dougherty, whose match was tied 1-1 when his teammates sealed the victory, revealed the fact he'd been extremely ill all day. Suffering from nausea, numbness in the extremities, and all the symptoms of dehydration, Dougherty, knew his teammates were counting on him and informed all involved except for his opponents that he would go on as long as possible, but that he might not be able to finish.

Along with the unfortunate news of Dougherty's illness came the revelation that, with Game Empire winning their match, Your Move Games would have to be the first to open their packs. The advantage stems from the fact that the team who opens first often ends up wasting their picks, or ends up staring at an opponent who knew exactly what style of deck to draft in order to win before even taking a single card.

Once the draft started, Your Move Games was forced to watch as Game Empire opened a number of power cards: First it was a Shivan Hellkite, followed by a Fault Line. When Game Empire then opened not one but two Memory Jars, some members of the audience began to get restless.

The streak ended when Dougherty managed to get two Rancors and a Molten Hydra, followed by a Thran Golem. Things started looking up for Your Move Games, but with Humpherys (playing black-blue) forced to hate-draft a Thorn Elemental, it looked to be anyone's match.

To combat Dougherty's red-green onslaught, Brian Selden drafted a defensive white deck with a Memory Jar and a number of fliers. Alan Comer, who had won all three of his past meetings with Humpherys, drafted heavy black against Humpherys's Whetstone control deck. Kastle and Burgner both drafted red, with Kastle's black facing off against Burgner's green. With six seasoned professionals vying for the title, it would make for a great match, but in the end it boiled down to one sick man's ability to focus, and hopefully, to win.

—Gary Wise

Team Your Move Games

"I think we raised a lot of eyebrows."

When pre-tournament predictions were being thrown around before Pro Tour–D.C., Your Move Games seemed to be the invisible team. It was generally agreed that the formula for success in Washington included geographical proximity, team synergy, and a well-defined game plan. Despite having all three of these elements accounted for, Darwin Kastle, Dave Humpherys, and Rob Dougherty were all but forgotten.

"I think our greatest strength is our lack of a weak link," said Kastle, one of the Pro Tour's most popular players, as evidenced by his recent election to the 2000 Magic: The Gathering Invitational. "I mean, it's an honor just to be able to play with these guys."

Where Kastle, who made two Top 8 finishes in the Pro Tour's inaugural season, was an instant superstar, his teammates had to scratch and claw for their much-deserved success. Dave Humpherys adds his D.C. win to his recent successes at the U.S. Nationals and Pro Tour–New York '99. "I think I hold the record for ninth-place finishes," said Humpherys, who is widely recognized by his Pro Tour associates as being among the game's top players.

Of the three, the least known is Dougherty, who owns the store after which the team is named. After winning seven Pro Tour Qualifiers, Dougherty finally locked up his spot on the Pro Tour gravy train with his Top 8 finish in New York, where he lost to teammate Humpherys in the quarterfinals. Dougherty, who owns two Your Move Games stores in the New England area, had no complaints about losing to his teammate, but had reason for complaint during Day 3 in Washington, D.C.

Having finished second in the Swiss rounds behind Game Empire, Your Move Games entered the semifinals with a feeling of uneasiness, thanks to Dougherty's illness. Dougherty started off the day by vomiting and he only got worse as the day wore on, experiencing physical exhaustion, mental fatigue, and numbness in the extremities.

In the end, Dougherty, who didn't know if he'd be able to finish the day's proceedings, came through in a big way. After Kastle and Humpherys beat Jon Finkel and Steve O'Mahoney-Schwartz, respectively, in the semifinals, it was Dougherty who led the charge through the finals, destroying former World Champion Brian Selden by a 3–0 count. Once Humpherys had finished off long-time nemesis Alan Comer, the title belonged to Your Move Games.

For the three friends, there was never any doubt about whether they'd be playing with one another. "Speculation of the Tour began in February, and before Wizards even made it official, Darwin came to Dave and I and asked if we'd be his teammates," said Dougherty. "This was before New York, so I was worried we wouldn't have the points to qualify, but Darwin reasoned that we might, and if not, we wouldn't deserve to be in if we couldn't win a Qualifier."

Above: (L to R) Rob Dougherty, Darwin Kastle, and Dave Humpherys

"After New York, when Rob and Dave had their breakthroughs, we knew we were going to happen," said Kastle, whose only previous Pro Tour–level victory was the 1997 *Duelist* Invitational. "There was never any doubt in my mind that these guys presented the best options for me as a team."

After the tourney and its formats were announced, Your Move Games got to work immediately. With Kastle working in one of Dougherty's stores, he obviously had plenty of time to practice, and with Humpherys in school at nearby MIT, the three friends were able to get together more often than most.

"The format actually originates from the New England area," said Tom Guevin, who worked with Your Move Games for the World Championships. "I'm not at all surprised they did well. They're a great team."

With London on the horizon, the three teammates sit tied atop the 1999–2000 Pro Tour Player of the Year race. "Oh, I'm not too worried about that," said Kastle, who may be best known for the creation of the "Living Death" archetype. "I would love to see one of us win, but regardless of who it is, I think this year will be a lot of fun." For Your Move Games, that's the name of the game.

—Gary Wise

Finalists: Game Empire

GAME EMPIRE

"If practice makes perfect, we're about as flawed as a team can get."

Obscurity is something Brian Selden hadn't experienced in a long time. A little over a year ago, in his first Pro Tour, Selden came out of nowhere to win the 1998 World Championships. After a sub-par 1998–99 season, he didn't know if he would even qualify for Pro Tour–London, and with college now being a major concern, he thought maybe his playing days were over.

Above: (L to R) Alan Comer, Brian Selden, and Kurt Burgner

Now that's all changed.

Along with Mogg Squad teammates Alan Comer, 30, and Kurt Burgner, 29, Selden, who at age 18 is more than a decade younger than his teammates, was able to get himself requalified at Pro Tour–D.C. with a second-place finish.

"I'm really pleased with our effort," said the always energetic Comer, a senior software engineer. "With Brian moving to Berkeley for school and Kurt living a hundred miles away, we didn't get much of a chance to prepare. I think we did one Sealed Deck and two Rochester Drafts."

Originally, Comer and Selden were supposed to play with Mogg Squad teammate Scott Johns, but with a busy summer, Johns decided to take a short hiatus from the game. "I didn't know if I was going to play with these guys, or with the Keller brothers, or not even get invited to the tournament," said Burgner. "So I'm pretty happy with the way things turned out."

Throughout the Swiss rounds, Game Empire proved to be a dominant team. After going 6–0 en route to finishing Day 1 in first place, they continued their winning streak in the draft portion, winning their next three rounds before taking an intentional draw with Team CMU to clinch first place. "We offered the draw," said Comer, who resides in San Diego, "and they declined. Then in the draft, we opened Masticore, Phyrexian Plaguelord, and Memory Jar, and they accepted our previous offer."

In the semifinals, Game Empire was not disappointed to be matched up against the relatively inexperienced THL, considering their other options. In the draft portion they seemed confident, but afterwards they were uncertain about how the match would end up. Said Burgner, "They seemed to have some communication problems, but in the end, I thought I would lose to McLean, so anything was possible."

It turns out Burgner's fears were unfounded. After thrashing the less-experienced McLean three games straight in a matchup of black-based control decks, he had to sit around and wait for teammate Comer's blue-white deck to beat Richard Jones 3–1, clinching the team a spot in the finals.

Unfortunately, that's where Game Empire's amazing streak ended. "I think in the finals, our lack of draft practice really caught up with us. Your Move Games was really organized in their efforts and we put ourselves in a poor position, with Brian drafting white behind Darwin," said Comer. Both teams were the benefit of some fortunate packs, with Game Empire taking two Memory Jars. But in the end, the matchups were not favorable.

"I knew we were in trouble," said Selden, "when Dougherty got that Molten Hydra. I heard that guy is pretty good against white-green." Rob Dougherty's red-green double Rancor deck was able to smash through Selden's white-green deck, 3–0. This made Comer's eventual 3–1 loss to Dave Humpherys, over whom he'd previously held a 3–0 record, the final nail in the coffin.

"Oh sure, the finals were disappointing, but I have no complaints," said Comer, who has two Pro Tour Top 8 finishes to his credit. "I think our confidence and our ability to work together as equals was a really big deal." The three teammates, all of whom have previous Top 8 finishes on their resumes, agreed that making Day 3 this time around was just as big a deal as in singles competition.

"It's a really good feeling," Selden reflected, talking about making the Top 8. "I didn't think I'd ever get to do this again." Now, back at school, Selden has other things to concentrate on besides Magic tournaments. For the next little while, at least he won't have to concentrate on qualifying.

—Gary Wise

SEMIFINALISTS: Antarctica

You can't be disappointed with third place, can you? One might think so in the case of Team Antarctica. Coming into Pro Tour–D.C., Jon Finkel, 21, Dan O'Mahoney-Schwartz, 20, and Steve O'Mahoney-Schwartz, 19, were everybody's favorite. In Jon and Steve, they had two of the four best players on the Pro Tour (Kai Budde and Casey McCarell being the other two), and since Dan played with them more than any player on the planet, he seemed to be the natural third.

Finkel and the OMS brothers have been playing the **Magic** game together for approximately six years. Hailing from Fanwood, New Jersey, and New York City respectively, the three started playing against one another in local New York events run by what has now become known as Grey Matter.

"We actually didn't get along all that well back then," said Steve O., who like Finkel will be attending his second **Magic: The Gathering** Invitational, held in Kuala Lumpur this year. "We were really different people. Through those first couple of years, we played one another a lot, and mutual respect eventually turned us into friends."

"Now Jon is welcome at our place whenever he wants to crash. We hang out a lot, be it within **Magic** or outside the game." With Steve O. attending Boston University and Finkel at Dartmouth, the two titans are apart for the first time in years, but that didn't stop the team from preparing for the event.

Above: (L to R) Steve O-Mahoney Schwartz, Jon Finkel, and Dan O'Mahoney-Schwartz

"I think we practiced as much as anyone for the draft portion," said Dan O., who named the team by giving the DCI "Colderson, Antarctica" as his hometown years ago. "We did 20 to 30 practice drafts against a number of different teams, as well as sat around and just talking strategy a lot."

With all the time the team put into practicing the draft format, they only got in a few Sealed-Deck practices, and some might say it showed. Antarctica went 4–2 in the Sealed-Deck portion, defending their performance by pointing out that their decks were sub-optimal. Said Dan O., "Our first decks were so bad we had to build a white-green deck"—a general no-no in this format.

Day 2 was a different story. Needing a strong showing in order to reach the final four, Antarctica went 4–0–1, drawing only with fellow powerhouse Team CCC (Dirk Baberowski, Kai Budde, and André Konstanzer). They didn't have an easy schedule either, winning their final match to make Day 3 against Game Empire (Alan Comer, Brian Selden, and Kurt Burgner) in what would be that team's only Swiss loss. With no team going 5–0 in the draft, Antarctica unofficially won Day 2.

"I think CCC and Game Empire were our toughest opponents in the Swiss [rounds]," said Finkel, who after D.C. had made the final day in each of his last four Pro Tours. "Both teams drafted really well. I was actually really impressed that Game Empire picked up the format so quickly considering their lack of preparation."

Day 3 didn't quite go as planned for Antarctica. Paired up against Your Move Games (Darwin Kastle, Rob Dougherty, and Dave Humpherys), who had beaten them in the final round of the Sealed-Deck portion, Antarctica had what they perceived as the disadvantage of opening their packs first.

"I think we got pretty unlucky, because we all agree that we out-drafted them," said Dan O., who was not previously qualified for Pro Tour–London. When it came time to play, Finkel lost 3–1 to Kastle while Steve O. was losing to Humpherys by the same score. Dan O., whose reputation for slow play is almost as established as Dougherty's, never got to finish his match.

"My deck was obviously really good against Rob's, and both Steve and Jon had a pretty good shot at winning their matches, so it's a little disappointing that we didn't win the match, but you can't complain about third place." Well, that answers that question.

—Gary Wise

SEMIFINALISTS: Team THL

"The Hurt Locker." That's what it means. Throughout the Pro Tour–D.C. weekend, as Marc Aquino, Drew McLean, and Richard Jones plowed their way through the competition, two questions were constantly being asked: "Who are these guys?" and "What does THL mean?"

"We were in our local card store in Baltimore about a year and a half ago," said Aquino, a 29-year-old research assistant now living in Madison, Wisconsin, "when we overheard this little kid tell an experienced player, 'I'm gonna put you in the hurt locker.' We all thought it was pretty funny, so we took it as our own name."

The funny thing is that they did so for exactly one tournament. With Aquino still living in Baltimore, the three friends set out for Origins '98, where they entered one of the first sanctioned team tourneys. In that tournament, they went 7–0 against some pretty strong competition, leaving their team ranking high enough to qualify them more than a year later for Pro Tour–D.C.

"I was pretty shocked," said McLean, an 18-year-old freshman at York College, Pennsylvania. "I had quit **Magic** in January and hadn't touched a card since, so when they called to tell me what was going on, I was pretty dubious about the whole thing."

McLean's rust wasn't the only obstacle to overcome. With Aquino having moved away and McLean retired, it was up to Jones, 18, to get the team back together. They decided to make the trip if for no other reason, for the experience of the Pro Tour, though their expectations were pretty low.

After starting the tournament with a loss, THL was able to bring their record up to 3–2 entering the final round of the Sealed-Deck portion of the tourney. With the score in their final match standing at 1–1, Jones was able to win on the fifth extra turn to give his team the victory and push them into Day 2.

This presented a new problem for the hometown favorites. "We hadn't actually done any practice drafts," said Aquino, the unofficial team captain. "Friday night we did two, and then on Saturday morning on the way to the tourney we worked out a few quick signals."

After starting the day 3–1, THL found themselves only one win away from the Top 4, but standing in their way was Team CMU (Randy Buehler, Mike Turian, and Eric Lauer). "I was really intimidated by them," said Jones. "I've never been that nervous about Magic in my life." After Turian had defeated Aquino, McLean and Jones were able to defeat Pro Tour juggernauts Lauer and Buehler, in what was likely the biggest upset of the tournament.

Below: (L to R) Marc Aquino, Richard Jones, and Drew McLean

Unfortunately, Sunday was a different story. Having placed fourth in the Swiss rounds, THL was paired up against Game Empire, who had rolled over everyone in the Swiss rounds. In the draft portion of the match, THL made some questionable picks, eventually having communication problems. McLean, picking immediately before teammate Jones, took what would have been an important Keldon Champion for Jones's deck, causing all three team members to slump visibly in their chairs.

When the draft was over, it seemed like McLean should have had the advantage over Kurt Burgner with the other two matchups being difficult to win, but even McClean's good deck matchup couldn't help as Burgner blanked him 3–0. When Alan Comer finished off Jones 3–1, THL's surprising run was over.

Up next for the boys from Baltimore is Pro Tour–London, for which none of the three was previously qualified. "I figure I have to go," said McLean, who seemed the most unlikely of the three to make the trip. "It's an excuse to see the world and play some cards, and Wizards is basically paying for it with my D.C. winnings."

Will the three friends be able to continue their astonishing success? Only time will tell, but one thing is for certain: this time they'll have to do it on their own.

—Gary Wise

Scenes from Washington, D.C.

DCI News

DCI Banned and Restricted List Announcement
Announcement Date: September 1, 1999
Effective Date: October 1, 1999

Standard

No changes

Extended

Dream Halls is banned
Earthcraft is banned
Lotus Petal is banned
Mind Over Matter is banned
Yawgmoth's Will is banned

Important note: See below for a change to the Extended format.

Urza Block

No changes

Type 1

Divine Intervention is unbanned
Ivory Tower is unrestricted
Mirror Universe is unrestricted
Shahrazad is unbanned
Underworld Dreams is unrestricted

Crop Rotation is restricted
Doomsday is restricted
Dream Halls is restricted
Enlightened Tutor is restricted
Frantic Search is restricted
Grim Monolith is restricted
Hurkyl's Recall is restricted
Lotus Petal is restricted
Mana Crypt is restricted
Mana Vault is restricted
Mind Over Matter is restricted
Mox Diamond is restricted
Mystical Tutor is restricted
Tinker is restricted
Vampiric Tutor is restricted
Voltaic Key is restricted
Yawgmoth's Bargain is restricted
Yawgmoth's Will is restricted

Type 1.5

(All cards on the Type 1 Banned and Restricted Lists are banned in Type 1.5)

Divine Intervention is unbanned
Ivory Tower is unbanned
Mirror Universe is unbanned
Shahrazad is unbanned
Underworld Dreams is unbanned

Crop Rotation is banned
Doomsday is banned
Dream Halls is banned
Enlightened Tutor is banned
Frantic Search is banned
Grim Monolith is banned
Hurkyl's Recall is banned
Lotus Petal is banned
Mana Crypt is banned
Mana Vault is banned
Mind Over Matter is banned
Mox Diamond is banned
Mystical Tutor is banned
Tinker is banned
Vampiric Tutor is banned
Voltaic Key is banned
Yawgmoth's Bargain is banned
Yawgmoth's Will is banned

Extended Format

Beginning October 1, 1999, cards from the following sets may not be played in the Extended format:

Revised Edition (third edition)
Fourth Edition (this includes *Chronicles*)
The Dark
Fallen Empires

However, the ten cards listed below, commonly called "dual lands," will continue to be allowed in the Extended format:

Badlands
Bayou
Plateau
Savannah
Scrubland
Taiga
Tropical Island
Tundra
Underground Sea
Volcanic Island

Explanation of Banned and Restricted List Changes

Type 1 and Type 1.5 Formats

Removals from Banned and Restricted Lists
Our goal is to have as few cards as possible banned and restricted in all of our formats. To that end, Wizards of the Coast R&D and the DCI feel that the five cards listed are no longer a threat to the Type 1 tournament environment.

New Restrictions
Over the past year, the Type 1 format has been dominated by very fast combination decks. Using these decks, players can win so quickly that they have little or no interaction with their opponents other than a finishing Fireball or Stroke of Genius. Although combo decks are an important part of any tournament environment, they shouldn't be so fast that opponents can do nothing to stop them. The new restrictions, designed to slow down fast combo decks, can be grouped into three broad categories: fast mana, combo engines, and combo searchers.

Fast mana:
Grim Monolith
Lotus Petal
Mana Crypt
Mana Vault
Mox Diamond
Voltaic Key

Combo engines:
Doomsday
Dream Halls
Hurkyl's Recall
Mind Over Matter
Yawgmoth's Bargain
Yawgmoth's Will

Combo searchers:
Crop Rotation
Enlightened Tutor
Frantic Search
Mystical Tutor
Tinker
Vampiric Tutor

Extended Format

The current Extended environment is also suffering from the domination of combo decks at the expense of player interaction.

Fast mana:
Lotus Petal

Combo engines:
Dream Halls
Earthcraft
Mind Over Matter
Yawgmoth's Will

Explanation of Extended Format Change

When the Extended format was first created, we intended older expansions to rotate out of the environment, but at a much slower rate than the Standard rotation. The advantages to this rotation are fewer banned cards and players across the world having equal access to the cards still in the environment. The disadvantage is that some key cards, such as the "dual lands" from *Revised Edition*, could no longer be played in the format.

Many consider the dual lands to be the primary element that sets the Extended format apart from the Standard format. We believe that eventually dual lands will no longer be the main element differentiating Extended and Standard—players will begin to miss other cards instead, such as Living Death, Cursed Scroll, Rancor, and so on. Until that time, however, the DCI has decided to keep the dual lands in the format.

The following expansions will rotate out of the Extended format on October 1: *Revised Edition*, *Fourth Edition*, *The Dark*, and *Fallen Empires*. The ten dual lands will be legal until the next Extended set rotation (which will occur sometime in the next two to three years). By the time dual lands rotate out of Extended, the DCI will be supporting another format (most probably a casual format) in which they can be played. In addition to set rotation, several cards have been added to the Extended Banned List to ensure that combo decks are kept in check in the new environment.

These changes should make Extended a little more accessible to new *Magic* markets, which is essential for the long-term growth of the format. In the short term, the Extended format will go through some necessary growing pains. The Extended format will continue to be one of the DCI's main formats.

Watch List Update

Voltaic Key has been added to the R&D and DCI "Watch List" for possible DCI action in the Standard format.

Card Sets Allowed in Extended as of October 1, 1999

Fifth Edition
Classic (Sixth Edition)
Ice Age
Homelands
Alliances
Mirage
Visions
Weatherlight
Tempest
Stronghold
Exodus
Urza's Saga
Urza's Legacy
Urza's Destiny

Promo cards (such as Mana Crypt) are not allowed.